

BRICKMASTER™ EDITION

Official PLAYbook of the LEGO® Club

Jan-Feb 2006

LEGO®

magazine

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Introducing

LEGO

EXO-FORCE

Discover the world
of Battle Machines!

See page 9 for detail.

The Piraka
are Coming

Meet the newest and
naughtiest villains in the
BIONICLE universe!



LEGO club



www.LEGOclub.com

LEGO EXO-FORCE

BUILDING CHALLENGE:

POWER UP YOUR BATTLE MACHINE!

The battle for Sentai Mountain rages all around us! Our robotic foes are always refining their technology, seeking new ways to storm the bridges and overwhelm our defenses. We need skilled pilots and engineers like YOU to create new battle machines to protect the human race!



Use pieces from your LEGO collection to build an all-new, powered-up battle machine. The top scientists in Sentai Mountain's Research & Development division will review all designs, and their top five picks will each receive a LEGO set worth up to \$100!

TO ENTER:

1. Build a battle machine for the heroes of EXO-FORCE using pieces from your LEGO collection.
2. Take a color photograph of your model (make sure it's in focus!). Only color photos and photo-quality print-outs will be accepted – no Polaroids, please.
3. Include the name of your creation along with your own name, age, mailing address and telephone number.
4. Mail your photograph (don't fold it!) and information to:

LEGO EXO-FORCE
Building Challenge
P.O. Box 1625
Enfield, CT 06083-1625

NO PURCHASE NECESSARY. One (1) entry per person. All entries must be received by midnight March 1st, 2006. Offer void where prohibited or restricted by law. Models must be constructed using only pieces from your LEGO® collection. Employees of LEGO Systems, Inc. ("Sponsor") and its affiliates and subsidiaries, advertising/promotions agencies and their immediate families are not eligible to participate. Entries will be judged based on originality (50%), creativity (25%), and essay (25%). Five (5) winners will be selected from all eligible entries. Estimated total retail value of each prize: \$100.00. Sponsor reserves the right to substitute prizes of equal or greater value. The LEGO Company and its affiliates and subsidiaries are not responsible for late, lost, misdirected, mutilated or damaged entries. All entries become the property of Sponsor and will not be returned. By participating in this contest, entrants agree to be bound by the official rules and decisions of the judges.

All entries must be received by March 1st, 2006.
Open to LEGO BrickMasters only.



As you read through this issue, look for this special "BrickMaster" symbol:

Whenever you see it, you'll know that page has been created for LEGO BrickMasters only!

sets 'n' stories



p 3-15



p 16-25

brick mastery



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BrickMaster

LEGO

club

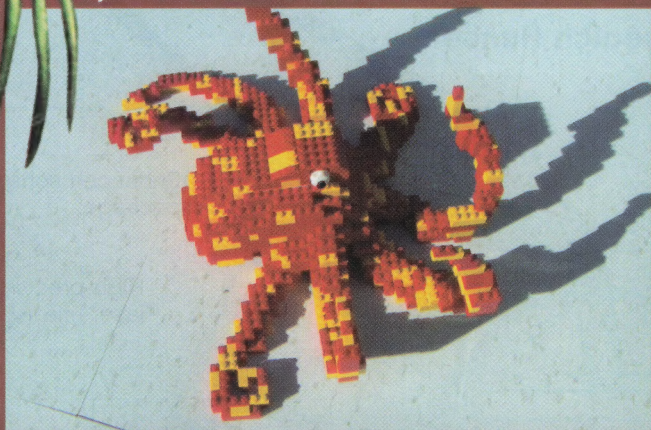
LEGO WILD HUNTERS Building Challenge



Contest Winners!

"Octopus"

By Russell Berkoff, Colorado



We asked you to go wild in the spirit of 4884 Wild Hunters, and you did! We got so many amazing animal entries from all of you LEGO BrickMasters that we hated having to pick just three winners, but those were the rules, so here they are!

"Jenny the Snake"

By Sadie & Brad Watson, Utah

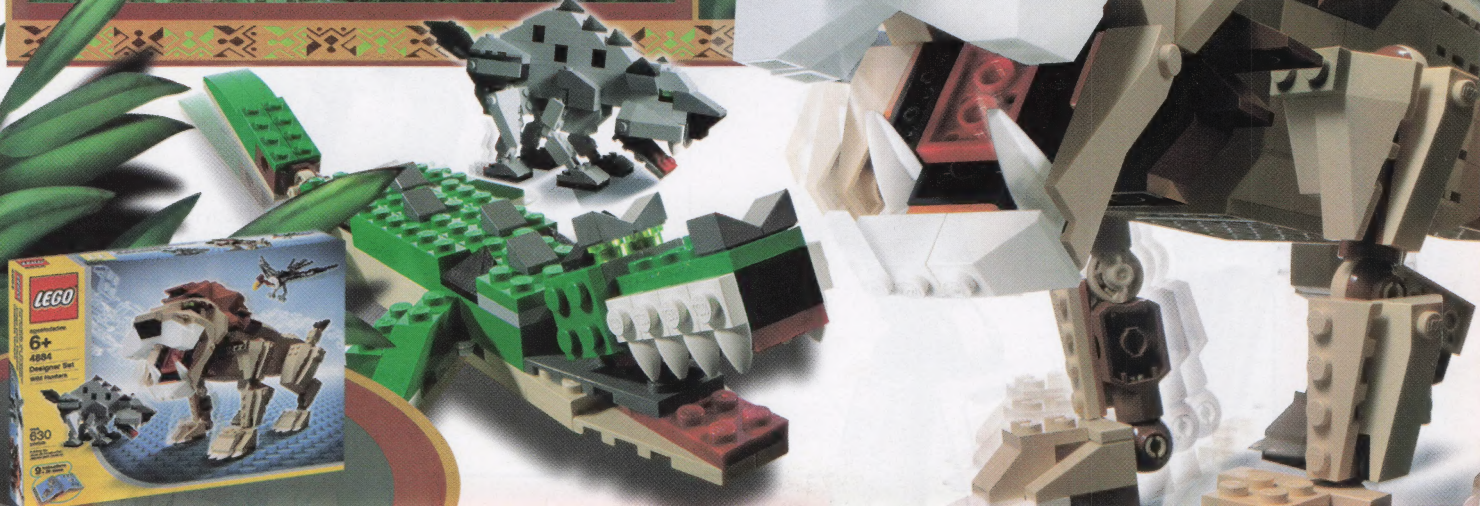


"Rhinoceros"

By Zebulon A. Coombs, Maine



Congratulations, winners –
and everybody else who entered, too!



TIME TO POWER UP!

A desperate battle rages on the mysterious Sentai Mountain. Evil robots in sophisticated battle machines have rebelled against their human creators. They plot to seize control of the mountain as their first step in conquering all of mankind. Humanity's only hope lies with a valiant team of young heroes in battle machines of their own – the EXO-FORCE! Here's a closer look at the flying battle machines and battlecraft of the EXO-FORCE universe: ■

Enhanced com-link
(range 20 miles).



Hikaru
Stealth
Hunter Pilot

Hikaru is serious, skilled, and ready to fight! As a former robot buster, Hikaru's job was to ride untested machines to check for any problems. So, he's no stranger to dealing with sudden dangers.

Ultra-light exo-glider wings

7700 Stealth Hunter

Enhanced sensor package.

High-precision laser rifle

Three inches of intractium armor

Dual-blade electro-sword.

Prototype stealth coating.

NICKELODEON

Watch the story unfold in the LEGO® EXO-FORCE series of commercials, debuting January 23rd during all new Jimmy Neutron episodes only on Nickelodeon!

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HIKARU



LEGO

EXO-FORCE

7703 Fire Vulture >>>>>>>>

Hyper-turbine
jet engine

Enhanced com-link
(range 20 miles)

Flamethrower

Boot jets with
gyro-stabilizers.

Electro-vulture
claw.

Four inches of
tenatium armor

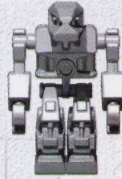


Devastator
Fire Vulture
Pilot

This evil robot pilot
flies through the air
in the Fire Vulture. He's on a
mission to defeat all humans
and help the robots conquer
Sentai Mountain!"



DEVASTATOR



7704 Sonic Phantom >>>>>>>>

**Outer Surface
Components**

49% tenatium armor
14% composite
22% titanium
15% thermo-plastic

Missile launcher

Twin rotating
laser guns

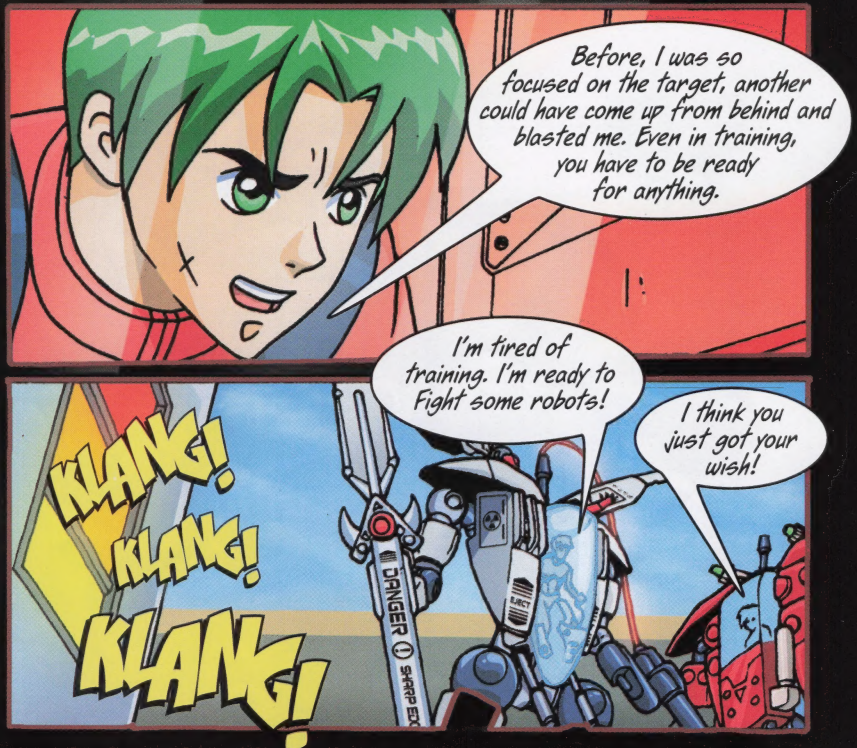
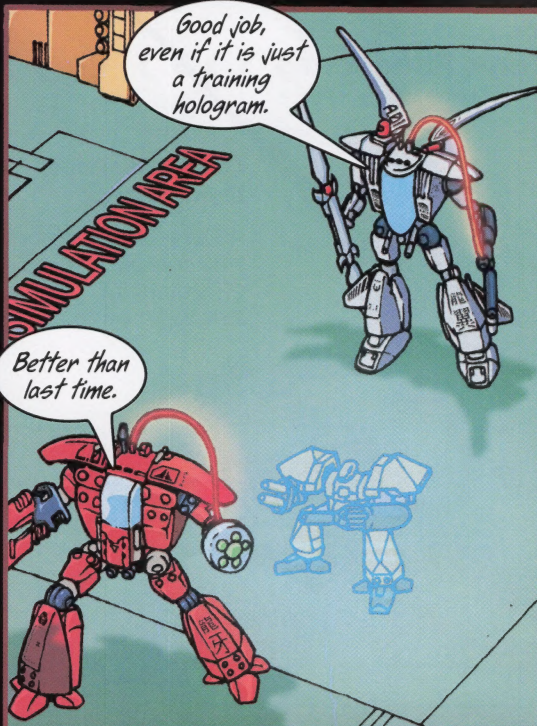
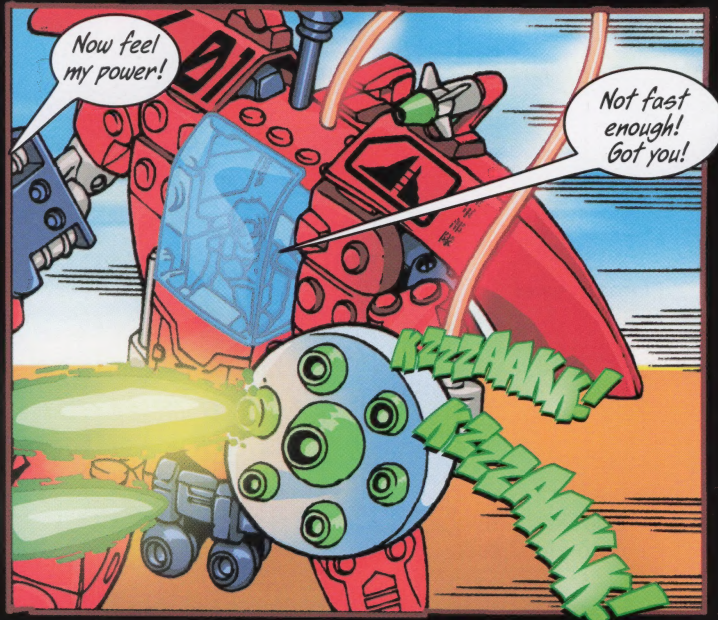
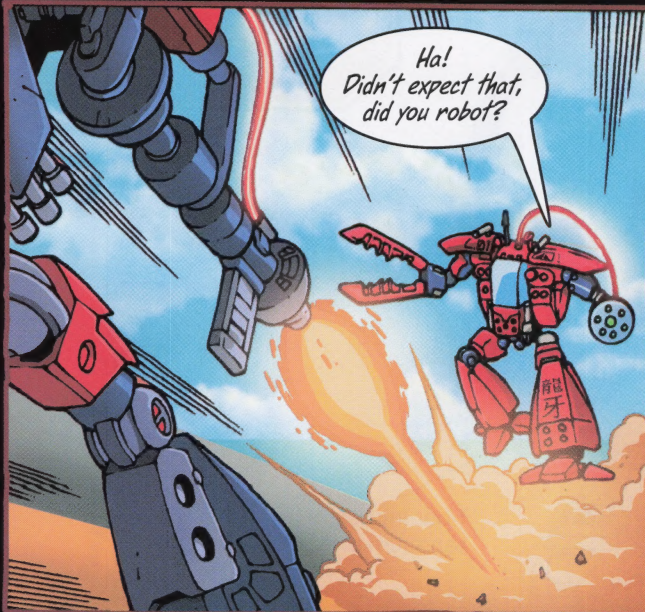
Wide-angle
laser cannon

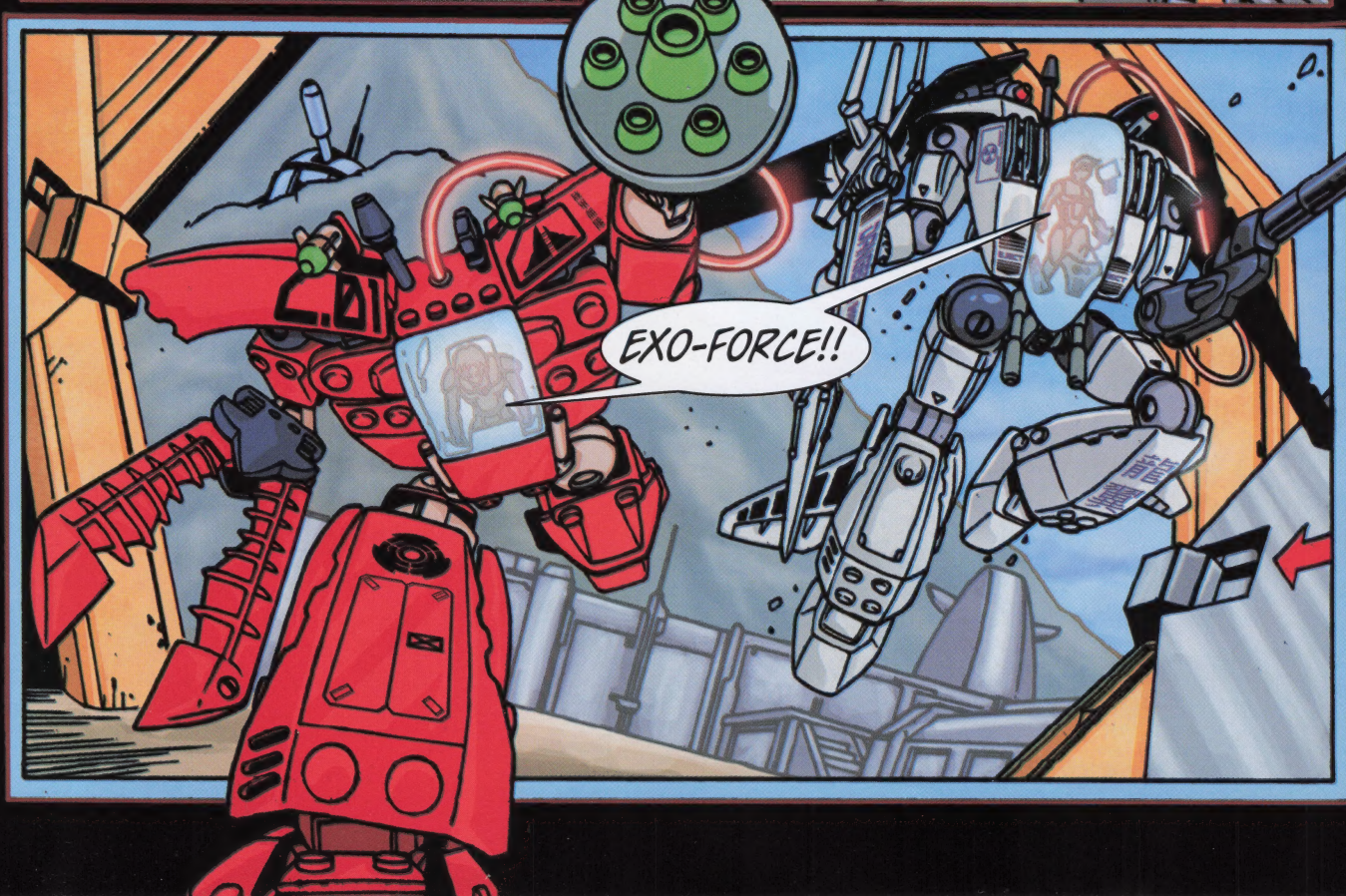
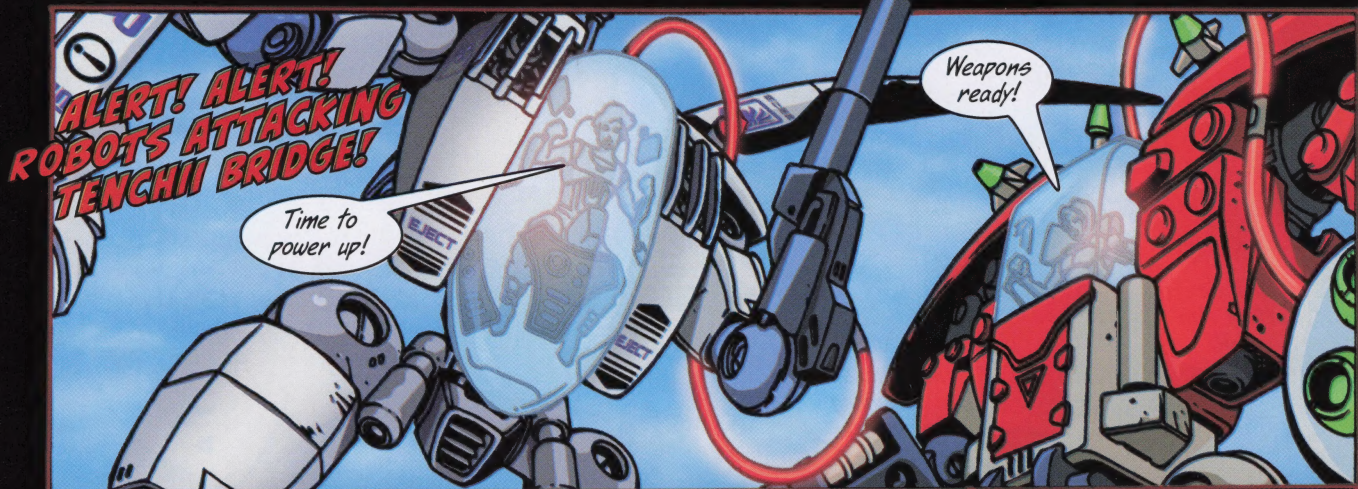
Find Out More at www.EXO-FORCE.com

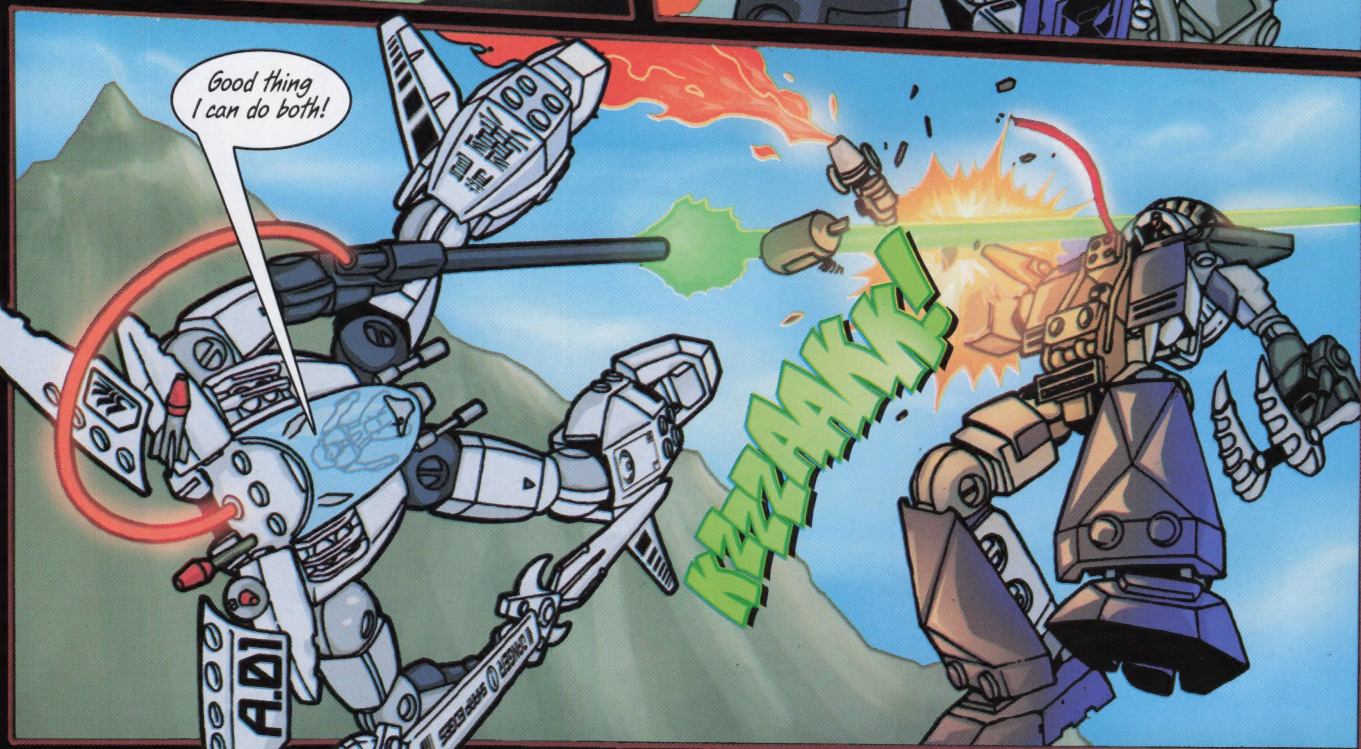
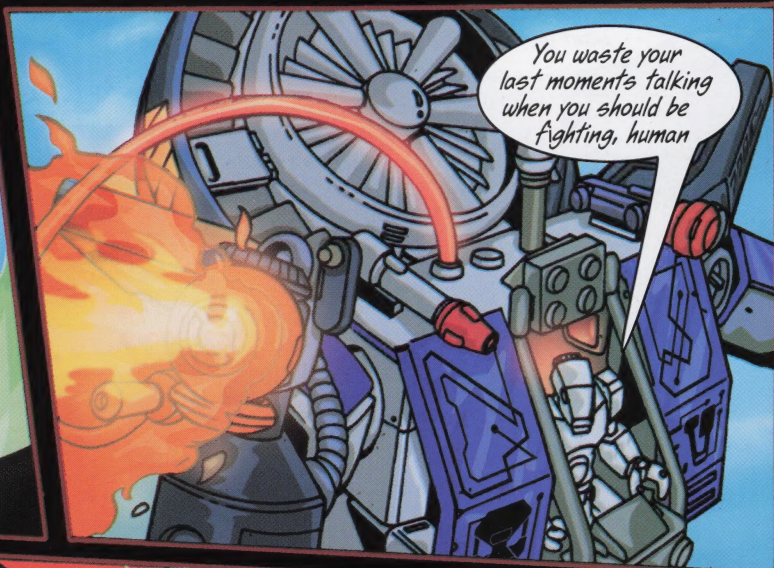
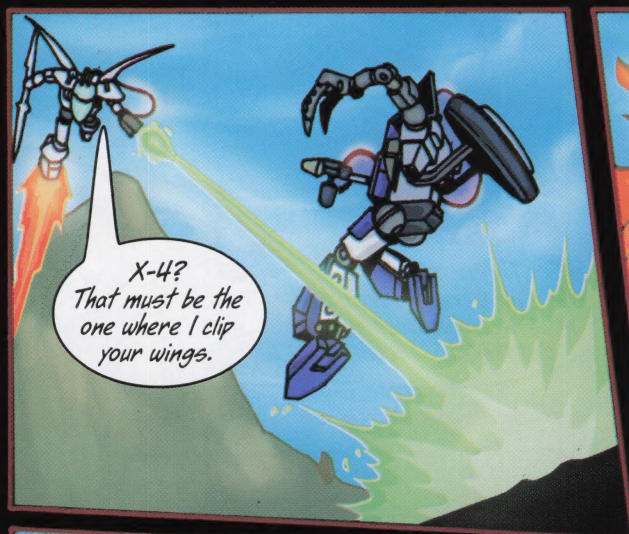
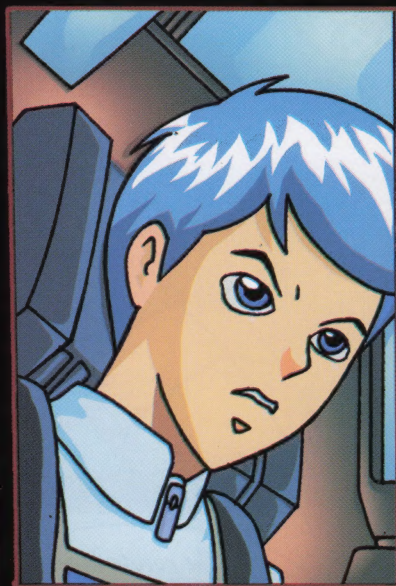
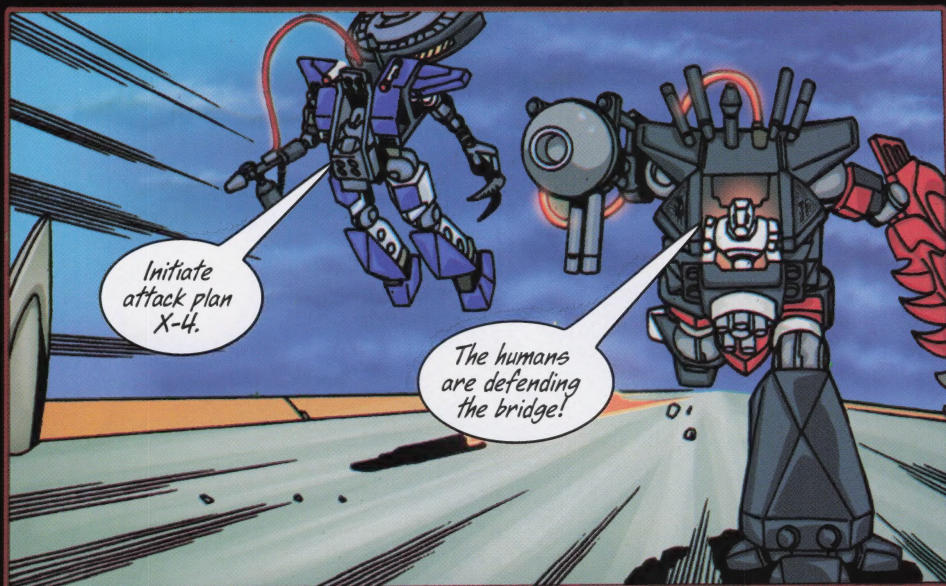
LEGO

EXO-FORCE

ROBOT ATTACK!





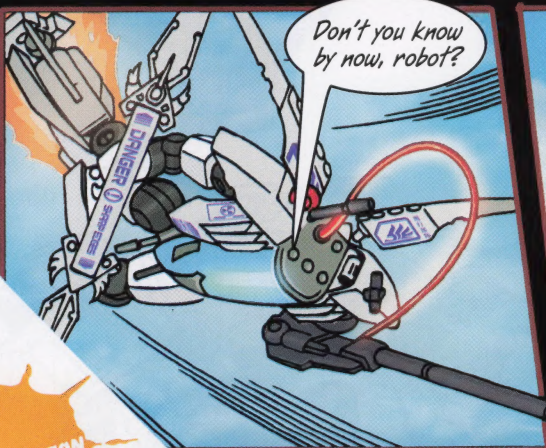




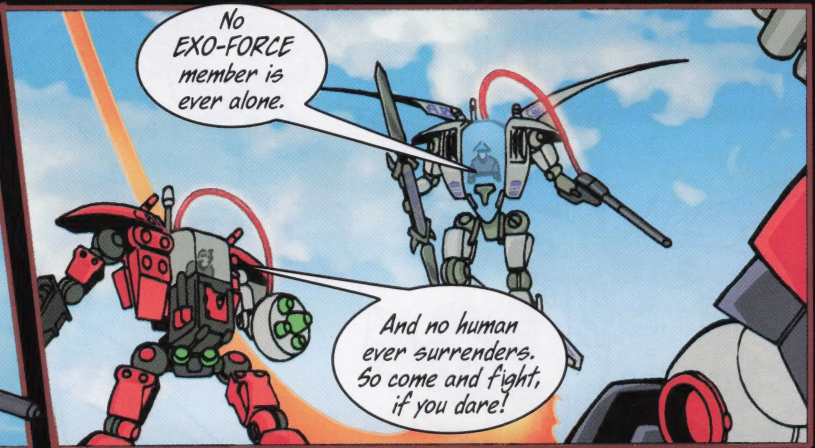
I can't keep dodging these blasts forever. And if one of them connects ... I'll have to bet everything on one shot!



My weapon - damaged!
But you are still alone against my greater power, human - you cannot win. Surrender!



Don't you know by now, robot?



No EXO-FORCE member is ever alone.

And no human ever surrenders. So come and fight, if you dare!



You have won ... for now. But we will return, and on that day, EXO-FORCE will fall!

NICKELODEON

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Follow the further adventures of EXO-FORCE and learn more about the team at www.EXO-FORCE.com!

LEGO

EXO-FORCE

BEHIND THE SCENES MACHINES

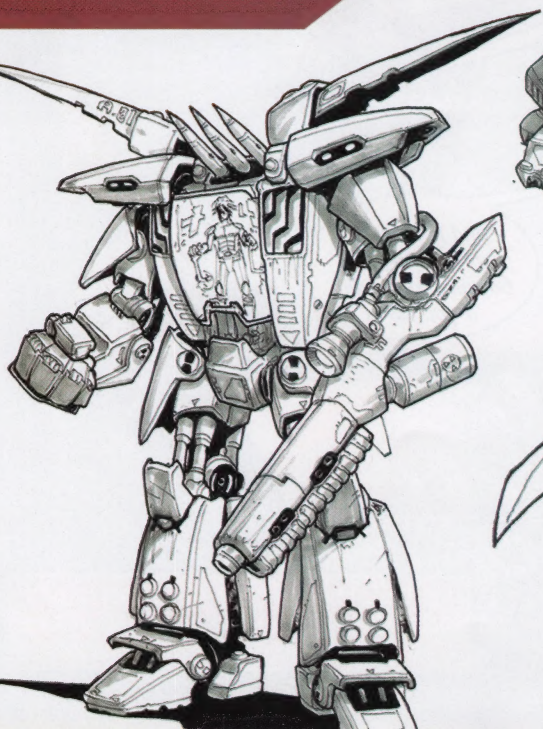
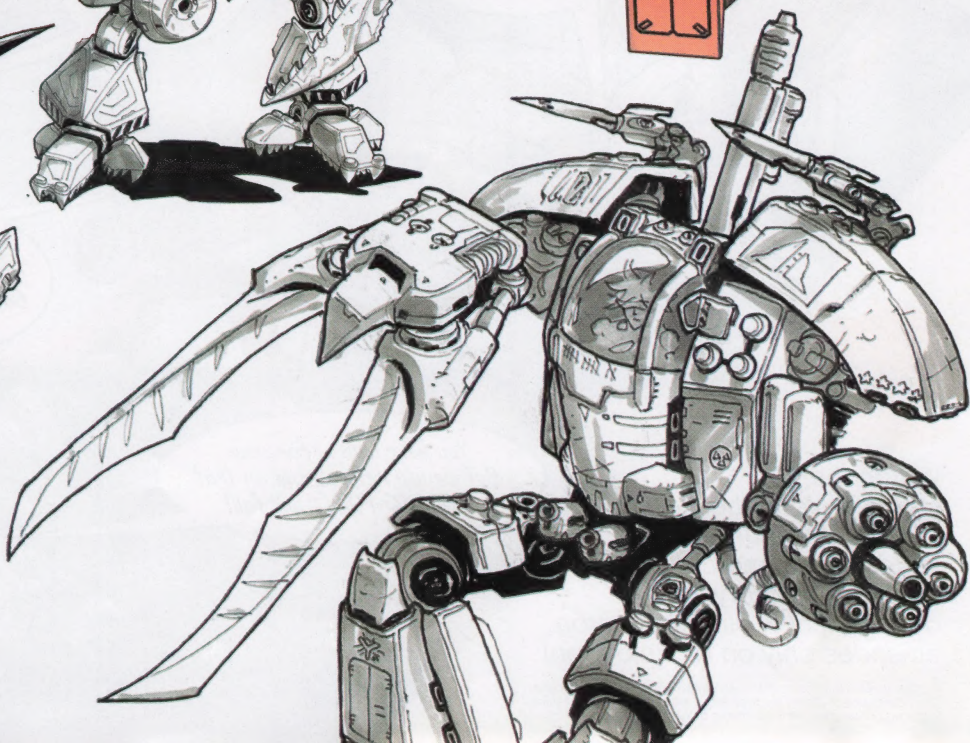
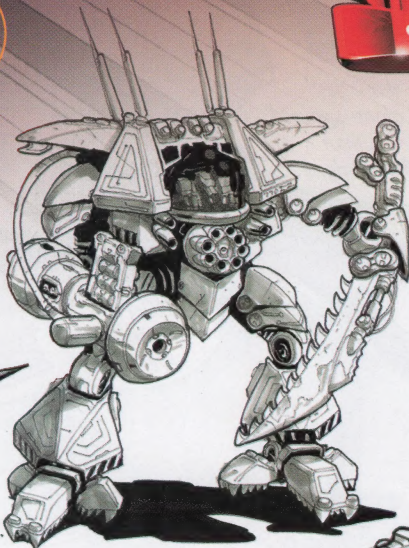
High on Sentai Mountain, a team of young heroes risks all in their fight against the unrelenting robot horde. Piloting high-tech battle machines, these teens are humanity's last hope for survival. This is the world of LEGO EXO-FORCE.

Inspired by Japanese anime and manga (animation and comics), EXO-FORCE combines classic LEGO construction with ultra-modern articulation and design to build a universe of massive mechanical warriors with incredible weapons and light-up features.

LEGO BrickMaster spoke with story team member Greg Farshtey about the creation of this new evolution in LEGO building.

龍牙

BrickMaster





Q: Why look to Japanese animation and comics for inspiration?

A: Japanese anime has been hugely popular for some time, but it has not been a genre that the LEGO model builders have really mined in the past. So it was a rich new area for our creative talents to explore.

Q: What's the basic story?

A: EXO-FORCE is a tale of a desperate clash between humans and evil robots. The Sentai Mountain is split in two, with the humans on one side and the robots on the other. The robots are numerous and highly dangerous, and have built battle machines in an effort to drive the humans off the mountain. The humans' only means of defense is a team of young pilots in battle machines of their own –

the EXO-FORCE. It's a story about teamwork, about fighting on against overwhelming odds, and of course, lots of cool scenes of battle machines taking each other on!

Q: Who are the characters of EXO-FORCE?

A: There are both human and robot characters in EXO-FORCE. The humans are all fighting for different reasons – some to save their families that are trapped on the robot side of the mountain, others for the sheer adventure of it. They are still learning to master their battle machines and to work together. The robots are the villains, intent on becoming the masters of the world. We have only begun to see the kind of technology they have and how far they are willing to go to win.

Q: How can Fans Follow the story?

A: In addition to LEGO Magazine and LEGO Magazine BrickMaster edition, there will be an ongoing online comic at www.EXO-FORCE.com, with a new chapter every two weeks. There will also be a series of two minute long commercials that tell the story of EXO-FORCE, airing on Nickelodeon beginning January 23rd.

Q: What's your Favorite thing about EXO-FORCE?

A: In the past, we have done a lot of stories where the heroes and the villains were pretty evenly matched, or where the heroes were much stronger than the villains. In this case, the heroes are outnumbered badly – by at least 3 to 1 – and they really have to rely on their bravery and their wits to win. Plus they aren't just fighting for honor or to see who is stronger – the fate of the entire world may rest on whether they win or lose. That makes it exciting to write. ■



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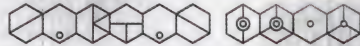
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THE GANG IS ON THE LOOSE!

ix powerful and evil beings, the Piraka, have seized the island of Voya Nui and enslaved the Matoran population. Their horrible goal: Find and steal the legendary Mask of Life! If they succeed, these monstrous villains may well doom the universe itself. ■

ALL

with light-up eyes, glow in the dark teeth and zamor sphere launcher



Zaktan "The Snake" – 8903

Brilliant and ruthless leader of the Piraka, Zaktan may be the strangest of them all. His body is made up of billions of microscopic protodites which can split apart and come together at will. He possesses laser vision and carries a zamor sphere launcher and a three-bladed weapon with gripping tongs on the opposite end. Hated and feared by the other Piraka, none have the courage to defy him.



Reidak "The Tracer" – 8900

Brutal enforcer for the Piraka, Reidak believes in throwing boulders first and asking questions later. Although smart and cunning, he prefers to rely on his raw strength to see him through. He carries a zamor sphere launcher and a combined drill and buzz saw capable of turning solid ground to quicksand. Reidak also possesses infrared and thermal imaging vision, and adapts after every defeat, so as to be virtually invincible.



Vezok "The Beast" – 8902

Nastiest and most vicious of the Piraka, Vezok is a mountain of rage waiting to explode. He carries a harpoon that can pull him through the water at high speed, as well as a zamor sphere launcher and a buzz saw that fires water daggers. He possesses powerful impact vision and is capable of absorbing and storing the powers of anyone in close proximity.



Avak "The Trigger" — 8904

Inventor and engineer for the Piraka, Avak can make a machine or weapon out of almost anything. With his X-ray and telescopic vision, few can hide from him. He has the ability to conjure a prison from thin air that will counter the powers of any living foe. He carries a zamor sphere launcher and a dual weapon with a seismic pickaxe on one end and a jackhammer on the other.



Thok "The Drifter" — 8905

Intelligent and manipulative, Thok delights in setting his fellow Piraka against each other. He is confident that when all is said and done, only he will be left alive to claim the Mask of Life. Thok carries an ice peg and ice weapon that can freeze anything instantly. In addition, his spellbinder vision can disorient a foe. His most potent power is the ability to bring any inanimate object to life and make it serve him.



Hakann "The Bully" — 8901

Arrogant and treacherous, Hakann is disliked by all the other Piraka. He has made a secret alliance with Avak, but already has plans to betray him and all the others and steal the Mask of Life for himself. Hakann wields a zamor sphere launcher, lava launcher and energy claw, and has intense heat vision. Hakann's preferred method of attack is to unleash devastating mental blasts.



BIONICLE

PIRAKA

www.PIRAKA.com

YOUR MODEL COULD STAR IN THE ALL-NEW BIONICLE COMIC!

EVER WANTED TO SEE YOUR BIONICLE CREATION FEATURED IN A BIONICLE COMIC? NOW YOU HAVE THE CHANCE TO MAKE THAT HAPPEN WITH THE BIONICLE FUSION BUILDING CHALLENGE!

A MYSTERIOUS FORCE CAUSES TWO OF THE PIRAKA TO MERGE INTO ONE MONSTROUS BEING.

KRAK

KRAK

WE WANT YOU TO BUILD A MODEL OF WHAT YOU THINK THIS BEING WILL LOOK LIKE!

GRAND PRIZE

* YOUR MODEL FEATURED AS A CHARACTER IN THE NOVEMBER 2006 ISSUE OF BIONICLE.

* AN AUTOGRAPHED COPY OF THAT ISSUE SIGNED BY WRITER GREG FARSHTEY AND ARTIST STUART SAYGER.

* A LEGO SET OF YOUR CHOICE WORTH UP TO \$100.

FOUR (4) FIRST PRIZES

A LEGO SET OF YOUR CHOICE WORTH UP TO \$100.

ALL ENTRIES MUST BE RECEIVED BY MARCH 1ST, 2006!

HOW TO ENTER:

1. BUILD THE MODEL DESCRIBED ABOVE USING PIECES FROM YOUR BIONICLE COLLECTION.
2. SEND US A COLOR PHOTO OF YOUR MODEL. ONLY PHOTOGRAPHS AND PHOTO-QUALITY COMPUTER PRINT-OUTS WILL BE ACCEPTED. NO POLAROID'S, PLEASE!
3. MAIL YOUR PHOTO ALONG WITH YOUR NAME, ADDRESS AND AGE TO:

LEGO® BIONICLE FUSION BUILDING CHALLENGE
P.O. BOX 1625
ENFIELD, CT 06083-1625

BA-DOOM!

TO BE CONTINUED...

YOU special model designer

GREG FARSHTEY-writer • STUART SAYGER-artist
PETE PANTAZIS-colorist NICK J. NAP-letterer
JAYE GARDNER-editor
TOBY DUTKIEWICZ-art director/design

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VOYA NUI

The island of Voya Nui broke off from a much larger continent some 1000 years ago. Left without Toa or Turaga, the Matoran villagers of this harsh land have struggled to survive. Now their homeland has been seized by the evil Piraka. Can Voya Nui survive, or is the island finally doomed?

Piraka Stronghold
Headquarters of the evil Piraka and place where the zamor spheres are created.

Mount Valmai
Active volcano that may hide the secret of the Mask of Life.

Voya Nui Bay
Dangerous waters ravaged by extremely strong currents.

Matoran Fortress
Final line of defense for the Voya Nui Matoran.

Lagoon Entry
It is believed that the Piraka reached Voya Nui through this sole safe passage.

Lake of Protodermis
Shallow body of fresh liquid protodermis.

The Nui Caves
A network of caves rumored to extend far beneath the island.

The Lost Land
Former site of a Matoran village, which broke off and fell into the sea centuries ago.

BIONICLE

LEGO FIND OUT MORE AT WWW.BIONICLE.COM

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Science Fiction and Fantasy stories are full of exciting ideas like machines that think, robots, and cyborgs (beings that are a combination of living parts and mechanical parts). You don't need to look any farther than the LEGO aisle in any store to see examples of how you can build an awesome science fiction/fantasy universe of your own with EXO-FORCE and BIONICLE sets.

But how do Toa and EXO-FORCE battle machines work in their worlds? And could such things ever exist in the real world?



What Makes a Toa

Virtually everything in the BIONICLE universe — Piraka, Toa, Matoran, Rahi beasts — is biomechanical. That means it is a combination of muscles, organs, and mechanical parts. Most BIONICLE characters are not robots, but living, thinking beings who just happen to have machine parts and armor.

For example, Piraka can plan and scheme and feel emotions like anger and

happiness. They need to breathe, sleep, and consume nutrition to keep energized. They have muscles that help them run, jump, and fight, lungs that take in air, eyes that see and wicked smiles. But they aren't all organic and they aren't robots — they are a combination of living being and machine!

How does this help them? Their machine parts and their armor make them much less vulnerable to injury. If they are injured, they can repair themselves much easier than a human being. BIONICLE beings consist of mechanical parts connected by muscle, so if they need to rebuild themselves, they can simply attach another part to their bodies. The muscle grows to connect it and they are ready for action!

The result of this is powerful beings who are very

hard to hurt, have extremely long lifespans, and who can even upgrade themselves as long as they have the technology to help them do it. Matoran, for example, are known to live for thousands of years and have completely rebuilt themselves at least once in the BIONICLE story. ■



LEGO MODELS ROCKET

Building Battle Machines?

With EXO-FORCE sets, you can build amazing battle machines and stage your own fights for Sentai Mountain. Do battle machines, or anything like them, exist in the real world?

We don't have anything as sophisticated as the EXO-FORCE battle machines... yet. But scientists have developed a mechanical arm that can be controlled by signals from the brain. Not only can it move at the shoulder, elbow and wrist, but it even allows the wearer to sense pressure and feel the hand open and close.

Machines that can be controlled by body movements are also real. Researchers working with

dangerous chemicals or radioactive elements used robot arms that could be controlled by the movements of the scientist's arms. This allowed them to pick up and manipulate the items without risk to themselves. Today, movie animators use hand or body rigs to feed their motions into a computer, which then makes computer-generated images move in the exact same way on screen.

Just How Smart Are They?

The humans of EXO-FORCE are up against a fierce and unpredictable enemy. Robots originally built to work as miners have turned evil and rebelled against the humans. Displaying remarkable intelligence, they have improved their battle machines, built totally new ones, and managed to take

over half of Sentai Mountain.

The robots' inventors designed them to be able to learn, though not the way humans can. This was important because the robots would be working in places humans could not go. If they encountered an obstacle, they needed to be able to figure out a way around it. Somehow, something caused them to grow even more intelligent, begin to think independently, and to desire conquest.

The robots of EXO-FORCE can think, plan, set traps, learn from their defeats, create new concepts, and do many other things humans can do. At the same time, they have no emotions, so they cannot be angered or feel overconfidence. That makes it harder to defeat them.

LEGO EXO-FORCE



TO THE

FUTURE

Time to Power Up!

The humans of EXO-FORCE face extreme danger. An army of robots in powerful battle machines is trying to conquer Sentai Mountain, and after that, the world. Only a small number of brave heroes stand between the robots and their horrible goal.

Fortunately for the humans, they have battle machines of their own. With names like Stealth Hunter and Grand Titan,

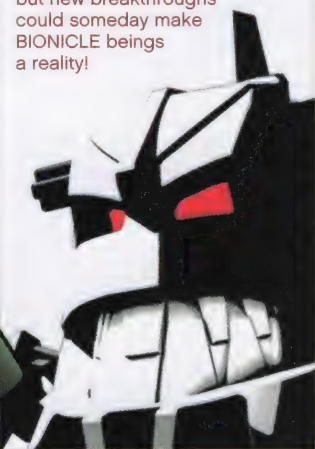
these amazing machines make it possible for EXO-FORCE to defeat the robots and win the world. strength, speed, and weaponry into powerful packages.

But exactly what is a battle machine? It's very simply a machine piloted by someone controlled by their own movements. For example, if the Stealth Hunter moves his right arm,

Could BIONICLE Beings Exist?

Right now, the answer to this question is no, but it's certainly a possibility in the future. Some humans have already had their lives saved by the addition of artificial hearts and other man-made parts, so the idea is not new. But could there be a being that is more mechanical than living, yet still powered by real muscle?

It sounds like sci-fi, but it's true. Scientists at the University of California created one of the first mechanical beings moved by muscle power! It's a silicon micro-robot, only 50 micro-meters wide (that's thinner than one strand of your hair!), with legs powered by a living heart muscle! There are still many challenges to be overcome before a Toa or Matoran could exist – such as how to protect the organic tissue from the environment – but new breakthroughs could someday make BIONICLE beings a reality!



Can Machines Think?

The idea of machines that think involves a concept called artificial intelligence, or "AI." Artificial intelligence is the science of making intelligent machines, especially intelligent computer programs. The ultimate goal of some AI research is to make computer programs that solve problems and achieve goals as well as humans.

No one can predict just when, if ever, this will happen, but some progress has been made. In 1997, an IBM robot named Deep Blue defeated world chess champion Gary Kasparov in a six-game match. Deep Blue was able to examine 200 million possible board positions every second, making it very hard to beat! Plus it never got angry, worried, or tired, the way a human would.

Some scientists believe that delays in achieving AI have less to do with the speed or capabilities of the computer, and more to do with the fact that humans just don't know how the mind works very well. Until we have that understanding, we may have a hard time programming computers to behave like the human mind.

So the next time you are building and roleplaying with your BIONICLE or EXO-Force sets, stop and think – someday, you might be the scientist that makes LEGO science fiction real!

Exploring the World of Personal Robotics:

LEGO® MINDSTORMS™ and FIRST LEGO League

If you've ever wanted to design, build and program your own personal robot, you don't have to look that far! The LEGO® MINDSTORMS™ Robotics Invention System has been used to create everything from bedroom alarms and table cleaners to wall-climbing gadgets and card shufflers to functional ATM machines and even a Rubik's Cube solver.

LEGO MINDSTORMS: Robotics Invention System 2.0

What has more than 700 LEGO play elements, an RCX microprocessor, a bunch of wheels and lots of potential? The LEGO MINDSTORMS Robotics Invention System,... that's what!



Using the RS 2.0, you can design, build and program your own personal robots. Developing a basic robot is simple, and you'll learn valuable building skills that will help you build even more complex robotic creations. How complex, you say? Check out this Rubik's Cube Solver as an example!

LEGO MINDSTORMS NXT: The Next Generation

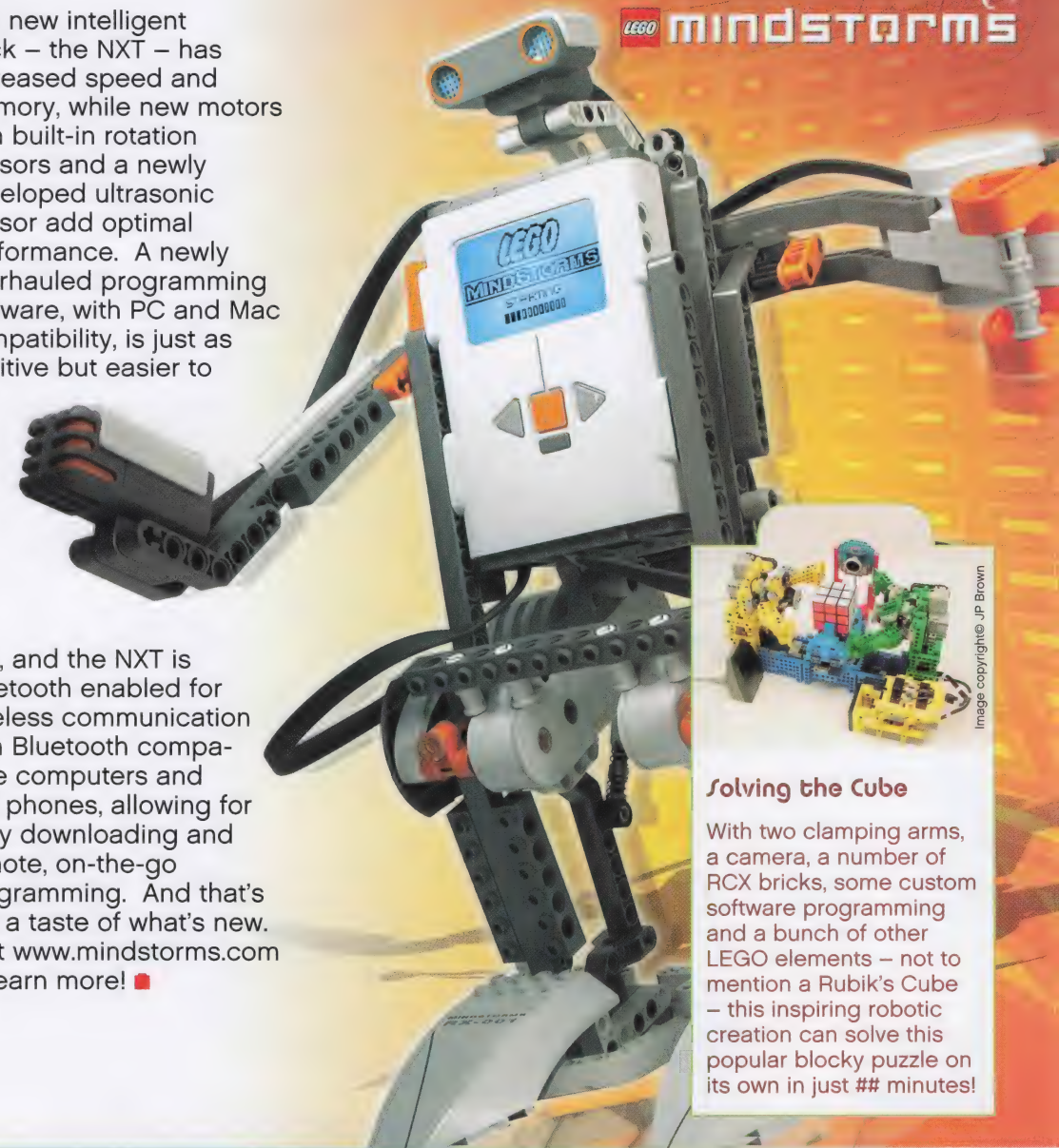
Cutting-edge technology, redesigned motors and programming software and a switch to the



versatile and durable LEGO TECHNIC® building system create a next generation LEGO MINDSTORMS robotics toolkit. Take the power to create LEGO robots to the next level!

The new intelligent brick – the NXT – has increased speed and memory, while new motors with built-in rotation sensors and a newly developed ultrasonic sensor add optimal performance. A newly overhauled programming software, with PC and Mac compatibility, is just as intuitive but easier to

use, and the NXT is Bluetooth enabled for wireless communication with Bluetooth compatible computers and cell phones, allowing for easy downloading and remote, on-the-go programming. And that's just a taste of what's new. Visit www.mindstorms.com to learn more! ■



Solving the Cube

With two clamping arms, a camera, a number of RCX bricks, some custom software programming and a bunch of other LEGO elements – not to mention a Rubik's Cube – this inspiring robotic creation can solve this popular blocky puzzle on its own in just ## minutes!

By Nicki Sorcia and Jeff James

Stealth Hunter battle machine moves its right arm. If the Grand Titan pilot kicks out with his right leg, the Grand Titan will kick out with its right leg, slamming into its foe.

Since a battle machine's movements are controlled by its pilot, it requires a lot of training to learn how to use one. Move too fast and you could throw off the battle machine's balance. Move too slow and you leave your battle machine wide open for an attack. That is why EXO-FORCE pilots spend long hours training outside

of their battle machines, practicing fighting maneuvers so they can duplicate them when they are in the cockpit.

Of course, battle machines are more than just tough and strong. Some, like the Stealth Hunter or the Fire Vulture, can fly. All have awesome weapons like lasers and flamethrowers. These features are controlled by the pilot using a special hook-up that allows his mind to turn them on and off. If a pilot is knocked unconscious inside the cockpit, the battle

machine will stop fighting.

Both the humans and the robots are constantly trying to make their battle machines more powerful, adding more armor and more weapons all the time. Go to www.EXO-FORCE.com to play the new Battle Machine game and learn to be a pilot! ■



FIRST LEGO League

A great way to start exploring or practice your robot building and programming skills and have a lot of fun is to join a FIRST LEGO LEAGUE (FLL) team in your local area. Organized by schools, scout troops and other youth and

community groups, FLL team members are kids between the ages of 9 and 14 who design and build their own robotic creations as part of the national FLL competition

Developed by the LEGO Group in partnership with the non-profit organization FIRST (For Inspiration and Recognition of Science and Technology), FLL pits teams of young robot designers against each other in friendly competition to solve an annual Challenge. Each year has an overall theme (underwater exploration and preservation in 2005) that changes each year,

and state and regional competitions provide plenty of opportunities to get involved. Joining a team to design, build and compete with unique LEGO robotic creations is lots of fun, and what's more, you'll feel the thrill of working on a team to accomplish a goal. For more information, please visit the following websites:

LEGO MINDSTORMS:
www.mindstorms.com

FIRST LEGO LEAGUE:
www.firstlegoleague.org





Ship Ahoy
August
Bomer-Lawson,
age 10



LEGO Vision
Kent Duncan,
age 7



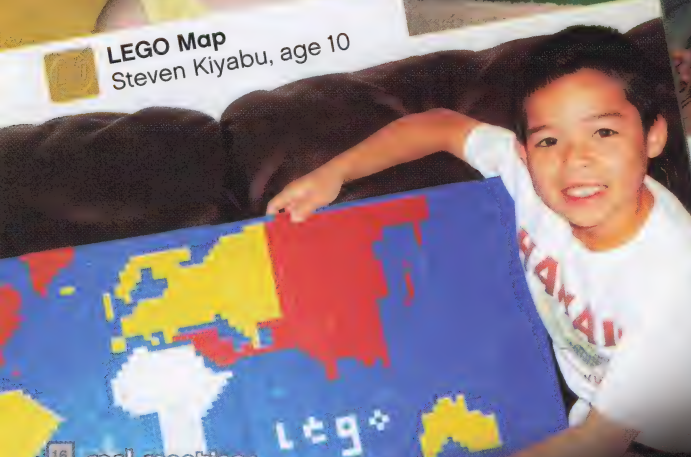
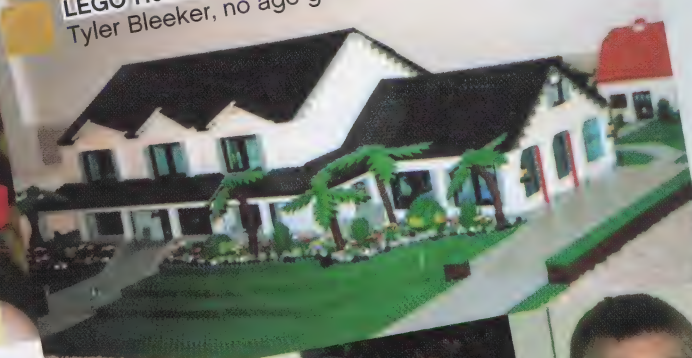
Pokemon Friends
Amber Arbanas, age 10



Beauty Shop
Karen Mayen (nieces playing),
no age given



LEGO Home
Tyler Bleeker, no age given



LEGO Map
Steven Kiyabu, age 10



Battleship
Denek Marshall,
age 9

**Remember
September 11th**
Kevin Griffin, age 10



The
Super
Delux
Ship
Andres
Narvaez,
age 8



Statue of
Liberty
Ben
Tomera,
age 11



Bright Yellow LEGO
Halloween Costume
Seth Tanen, age 9



Chinese Ceremonial
Dragon Boat
David Hsu



LEGO Car Carrier
Ryan Young,
age 11



Preparing for Launch
Zachary Virgadamo,
age 8



Mega Transformer
Spencer Asay, age 9



LEGO CREATOR

Cool Creations

Got an Awesome model of your own you would like
to see in Cool creations? Then send your photos to:

Cool Creations

LEGO club

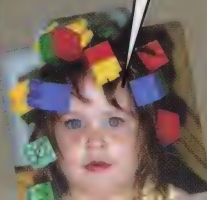
PO Box 1308,
Enfield, CT 06083-1308

Remember to include your
name, age, address and the
name of your model. NO
POLAROIDS PLEASE! Pictures
will not be returned, so take
an extra photo for yourself!

Look at what
I created!

Check out more completely
creative LEGO models online
at www.LEGOclub.com

clubcode COOLCREATIONS





STAR
WARS

Get ready
for a nasty
surprise!

It's that bounty hunter, Boba Fett!

Surrender, Fett!

Sorry, Rebels.
The Slave I surrenders to no one.

I think we have our hands full.

THE NEW
STAR WARS™
LEGO® COLLECTION



6205 V-wing Fighter™



6207 A-wing Fighter™



6206 TIE Interceptor™



6208 B-wing Fighter™



6209 Slave I™

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TO BE CONTINUED...

HEROES OF VOYA NUI

These six brave and resourceful Matoran are the only ones still free on the island of Voya Nui. They have banded together to fight the evil Piraka and regain control of their homeland!

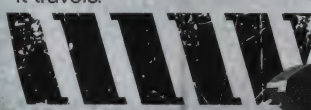
8726 Dalu

The resistance's best warrior, Dalu tends to solve problems with her fists. Her twin chargers enable her to increase one attribute of a target temporarily (strength, speed, etc.), though it drains her to do it.



8724 Garan

Leader of the Matoran resistance movement. His twin pulse bolt generators fire a ball of energy that grows in strength the further it travels.



8722 Kazi

A keeper of secrets, Kazi is the only one of the Matoran with an idea why the Piraka are really on the island. He carries twin echo forks – when slammed together, they produce a devastating sound wave.



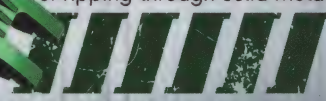
8721 Velika

This Po-Matoran makes most of the more complex devices used by the resistance. He speaks in riddles and epigrams, which drives some of the others crazy. Carries twin power carvers.



8723 Piruk

Stealthy and quick, Piruk is the resistance group's best spy, sneaking into the Piraka stronghold to get information. His shredder claws are capable of ripping through solid metal.



8725 Balta

Garan's best friend and a very resourceful inventor. When crossed, his twin repellers block any attack, causing the attacker to be hit with an equal force.



MATORAN TRIVIA

- Hundreds of Matoran were lost when their village broke off from the island of Voya Nui and sank beneath the sea.
- The Matoran of Voya Nui have survived for 1000 years without Turaga or Toa.
- Although there were at one time multiple villages on the island, the Matoran have lived together in one spot for the last several centuries for the sake of security.

EXO-FORCE INVADES LEGO STORES!

It's time to power up, and there's no better place to do it than your local LEGO Store! Be part of an exclusive EXO-FORCE adventure and get a Free giveaway (while supplies last).

The action happens February 11-20, 2006 at LEGO Stores!

For more information and store locations, visit www.LEGO.com/LEGOSTORES



Sir Jayko. Sir Rascus. Sir Santis. Sir Danju. These heroes of KNIGHTS' KINGDOM are all brave Knights of Morcia – but they're not the only ones!

Now it's your turn to create a Knight of Morcia! What color is your knight's armor? What animal is on his shield? What kind of weapon does he use? It's up to you – and you could win a LEGO set of your choice worth up to \$100!

TO ENTER:

1. Illustrate a Knight from your imagination. You can use pencil, crayon, marker, paint, or even the computer!
2. Send your picture or a high-quality copy to the address below (submissions will not be returned). Don't forget to include your name, age, address, and telephone number with your entry!
3. All entries must be received by March 1st, 2006.

LEGO KNIGHTS' KINGDOM DRAWING CONTEST
P.O. Box 1625
Enfield, CT 06083-1625

ENTER THE KNIGHTS' KINGDOM "CREATE A KNIGHT" DRAWING CONTEST!

Visit www.LEGO.com/knights for complete contest rules!



YOUR DESIGN HERE



LEGO

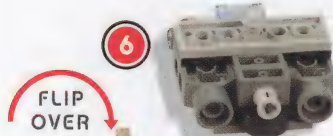
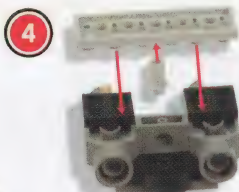
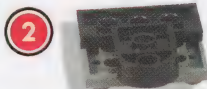
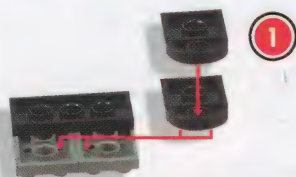
EXO-FORCE



BUILDING STEPS >>> ROBOT REAPER 1.0

Hovering Reaper 1.0 units prowl the slopes of the robot side of Sental Mountain, searching for mineral ore, scrapped battle machines for salvage, and EXO-FORCE spies. Equipped with electro-claws, mono-synth heat blades and an illuminated search eye, these antigrav drones possess a limited artificial intelligence enhanced by direct interface with a robot pilot. If a Reaper spots you outside your battle machine, don't look back — just run! ■

Build the ROBOT REAPER 1.0 using pieces from 7700 Stealth Hunter and 7703 Fire Vulture!



FINAL

A DARK KNIGHT IN GOTHAM!

www.LEGO.com/batman

LEGO

BATMAN

THE DARK KNIGHT LIKE YOU'VE NEVER SEEN HIM BEFORE!

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The
Bat-Signal
flashes in the
sky. **Gotham City**
is in trouble!

The news
spreads
like wildfire
through the
city.



Warning! Mass
break-out from
Arkham Asylum! Six
dangerous villains
on the loose!

"Be on the
lookout for
The Joker,
Two-Face,
Mr. Freeze,
The Penguin,
Catwoman and
Killer Croc!"



Free again! What
this town needs
is a good laugh!

LEGO

BATMAN

THE

ESCAPE!

In a secret cave on the outskirts of Gotham City, a mysterious cloaked figure scans the files on the escaped villains.



ESCAPED!

Killer Croc
Real Name:
Waylon Jones
Reptile with a
bad attitude.
Status:
ESCAPED

Mr. Freeze
Real Name:
Victor Fries
Leaves his
opponents frozen
in their tracks.
Status:
ESCAPED

ESCAPED!

The Penguin
Real Name:
Oswald
Cobblepot
Protects the
nest with an
arsenal of trick
umbrellas.
Status: ESCAPED

ESCAPED

ESCAPED!

Catwoman
Real Name:
Selina Kyle
World-class
thief with razor-
sharp claws.
Status:
ESCAPED

ESCAPED!

Two-Face
Real Name:
Harvey Dent
Makes every
move with a
flip of a coin.
Status:
ESCAPED

The Joker
Real Name:
Unknown
Causes chaos
with a twisted
sense of humor.
Status:
ESCAPED

ESCAPED!

Which of them
will strike first
- and where?

Inside the
hideout of
Gotham City's
most wanted...

Together we can
make this city ours!

But first we
need to bag
a bat - or
Batman will
ruin our
plans.

Enough! We'll have to work
together to defeat Batman --
then we can get on to the fun
of taking **Gotham City** apart!

And I may know just
how to do it!

I'll stop
Batman ...
cold.

That caped
clown can't
stand up to
me!

Penguin, have
I ever told you
what cats do to
birds?

Nonsense! It will
take a genius to
defeat our foe,
and I am the only
genius present.

Now let's get
started. After
all, we have a bat
to trap!

BrickMaster
CONTINUED NEXT ISSUE!

You could be an Official Junior Master Model Builder at LEGOLAND California!

Enter the LEGOLAND 2006 Master Model Builder Competition at LEGOLAND California and show the world you have what it takes to be a LEGO Master Builder!

The competition starts January 7th, 2006, and will continue on the first Saturday and Sunday of each month from 10 am to 3 pm. Just stop by the Imagination Zone and complete a model using the bricks and baseplate provided. Then enter your model in one of the three age categories: 7 and under, 8-12, and 12+ (yes, even grown-ups can enter!)


LEGOLAND
CALIFORNIA

Save \$10 on one-day
admission to LEGOLAND

Up to a \$60 Value!

LEGOLAND® California is built for a full day of Real Family Fun with more than 50 rides, shows and attractions!

Coupon entitles bearer to \$10 off up to six one-day full price admissions. Not valid with any other discount, offer, multi-day pass, group booking or 'The Ultimate Birthday Party' package. Children 2 and under are admitted free. Original coupon must be exchanged at the ticket booth at time of ticket purchase. No photocopies or facsimiles will be accepted. Additional restrictions may apply. Prices and hours subject to change without notice. Not for resale. Valid November 1, 2005 through May 31, 2006.
A 1388 C/S 2388




LEGOLAND

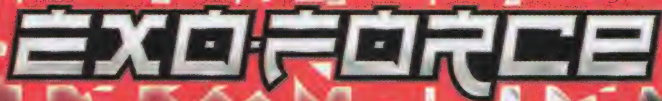
One winner from each age category will be chosen on Sunday by a Master Model Builder. They will advance to the Ultimate Build-Off on December 9th, 2006 at LEGOLAND California!

- Win the Ultimate Build-Off and you'll receive:
- A day with a Master Model Builder
 - Your portrait in LEGO Mosaic
 - A special LEGO gift basket
 - Four LEGOLAND Membership PLUS memberships

Each monthly winner receives a certificate and four LEGOLAND California tickets, along with being automatically entered for the Ultimate Build-Off. And just for competing, all contestants receive an official Junior Master Model Builder Commemorative Brick!

A selection of completed models will be showcased in the Imagination Zone. If selected as a monthly finalist, your model will be featured on www.LEGOLAND.com!

The contest has already begun, so don't wait! Head to the Imagination Zone at LEGOLAND California on the first weekend of any month and you might be a winner!



Bücherei Marten

BUILDING STEPS >>>>>

BLAZING HUNTER

1. Attach the grey Technic beam to the white motor.

2. Attach the black Technic beam to the grey Technic beam.

3. Attach the black Technic beam to the white motor.

4. Attach the black Technic beam to the white motor.

5. Attach the black Technic beam to the white motor.

6. Attach the black Technic beam to the white motor.

7. Attach the black Technic beam to the white motor.

8. Attach the black Technic beam to the white motor.

9. Attach the black Technic beam to the white motor.

10. Attach the black Technic beam to the white motor.

11. Attach the black Technic beam to the white motor.

12. Attach the black Technic beam to the white motor.

Build the **BLAZING HUNTER** using pieces from
7700 Stealth Hunter and 7703 Fire Vulture!



Damaged in combat with enemy forces, Hikaru's Stealth Hunter is rebuilt to launch back into battle! Upgraded with parts salvaged from wrecked Fire Vultures, the retro-fitted Blazing Hunter battle machine features heavier armor, improved flight capabilities, and an arsenal of anti-robot weaponry!

- Laser-guided ionic rocket launcher
- Twin cockpit-mounted fragmentation cannons
- Repeating shoulder-mounted rail rifle
- Armor-shredding galvanic drill and disruptor array
- Sonic shatter-blaster

4

5

10

11

12

13

18

19

INSERT HOSE

24

25

FINAL



LEGO® LEGENDS

LEGO RACERS

Put the pedal to the brick, because LEGO Racers are burning rubber and tearing up the track! The Fast and Furious vehicles that you see below may no longer be for sale, but they've still left their scorch-mark on LEGO history. Check out some of our retired models of yesteryear! ■



8470 Slammer G-Force

Wham, pow, zoom! 2002's Slammer vehicles featured LEGO TECHNIC launchers that you could SLAM to send your racecar flying. The more slamming power, the more racing speed!



2002

8356 Jungle Monster

So who says all racing has to be done on a track? Not 2003's Jungle Monster, that's for sure. With its tough chassis and massive tires, this green monster knew how to roar!



2003

8366 Supersonic RC

Look, ma – no hands! In 2003, this sleek speedster raced at the head of the pack thanks to the magic of remote control technology.

2003

4570 Shredd

This little guy may be small but he's anything but cute 'n cuddly. The 2001 Racers were designed for one thing: racing, crashing and rebuilding! (Okay, three things.)

2001

4584 Hot Scorcher

In 2002, the LEGO Racers went pro. With an unfolding story on LEGO.com, teams competed for the title of champion in the hi-tech Racing Drome...and with its speedy lines and pull-back motor, the Hot Scorcher was a contender to contend with!

2002



Match the Skids

Uh oh! One very excited LEGO Master Builder got one look at these NEW LEGO Racers, with special stunt Features and they just couldn't resist trying them out! One by one, the playful perpetrator pulled back each Racer to watch them perform their awesome, extreme stunts. And, before we knew it, the page had skids all over it! Can you guess which tire tracks each racer made? Use the descriptions below to Figure which LEGO Racer left which skids.

1. 8668 Side Rider

It wouldn't be wise to cut off this guy! Rev up the Side Rider and watch as it takes tight turns on only 2 wheels!

2. 8669 Fire Spinner

This racer brings a whole new meaning to the phrase, "running circles around the competition"! Rev up the Fire Spinner and watch it do donuts and knock the competition right off the track!

3. 8670 Jump Master

This tricky truck can go from last place to first, in just one jump! Pull back the Jump Master and watch it jump a ramp to win the race!

4. 8667 Action Wheelie

Pop goes the...Racer!? Pull back on the Action Wheelie and watch it pop a wheelie right past the competition and across the finish line!



A

B

C

D



RACERS

PERFORM THE STUNT TO WIN THE RACE!

